



Wii™

MARIO™ SPORTS MIX



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

ORIGINAL MANUAL

Any original instruction manuals included with this software are digital reproductions of the original printed manuals. They are as faithful as possible to those documents and feature a bare minimum of edits. Please note that some of their content may feel inappropriate to modern players; furthermore, reference may be made to features that can't be used in this version of the game, or the contact information provided may no longer be valid. Please also note that printed manuals were not always released in multiple languages in North America.



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CONTROLS

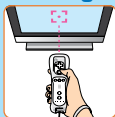


The game can be played using a Wii Remote™ controller and Nunchuk™ controller or a Wii Remote controller held horizontally.

Refer to **P. 7-14** for sports-specific controls. They can also be viewed in the How to Play section for each sport.

Wii Remote and Nunchuk

Pointing

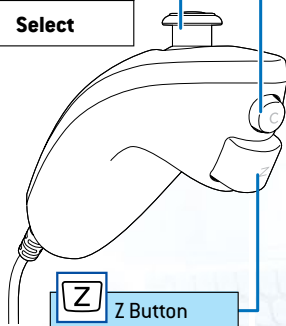


With the pointer facing the screen, line up the Wii Remote with what you want to select.

C Button

Control Stick

Select



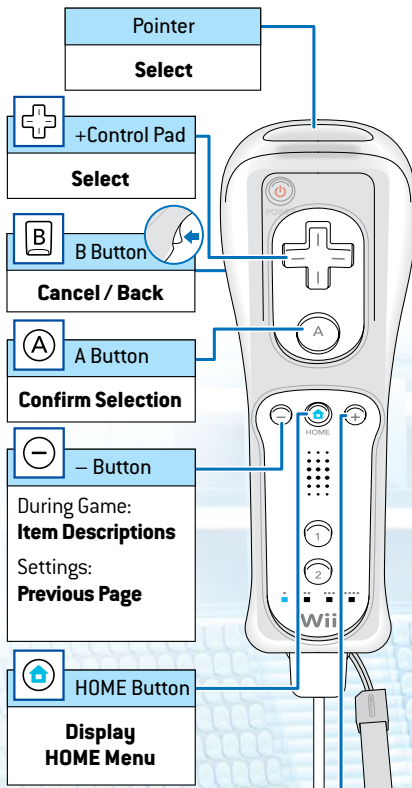
Z Button

CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.



Pointer

Select

+Control Pad

Select

B Button

Cancel / Back

A Button

Confirm Selection

- Button

During Game: Item Descriptions

Settings: Previous Page

HOME Button

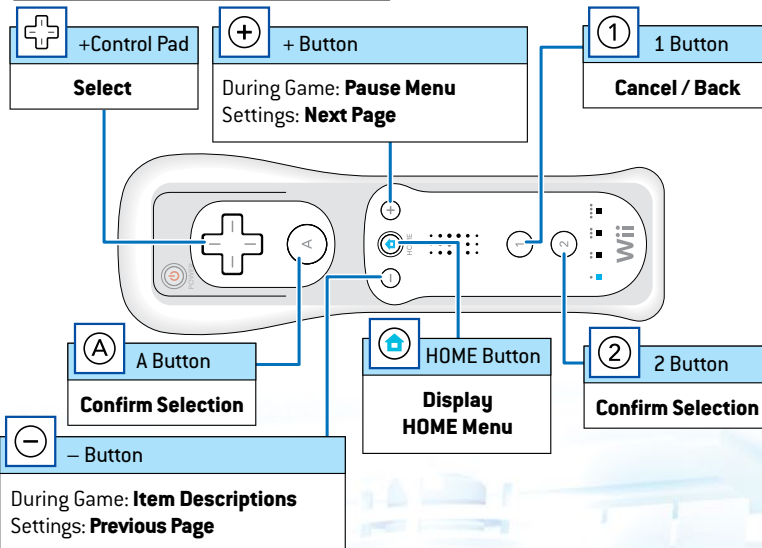
Display HOME Menu

+ Button

During Game: Pause Menu

Settings: Next Page

Wii Remote Held Horizontally



+Control Pad

Select

+ Button

During Game: Pause Menu

Settings: Next Page

1 Button

Cancel / Back

A Button

Confirm Selection

- Button

During Game: Item Descriptions

Settings: Previous Page

HOME Button

Display HOME Menu

2 Button

Confirm Selection



MULTIPLAYER MODE

Up to four players can play the game. Every player will need to have a Wii Remote connected (each sold separately). See Basic Sports Settings for more information about setting the number of players.

Note: Refer to the Wii Operations Manual for more information about Wii Remote connections and settings.

Note: In multiplayer modes, P1 will make most menu selections, except in cases such as character selections.



SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the system will check if you have the latest version of the system menu, and if necessary a Wii system menu update screen will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the Wii system menu in order to play the Game Disc.

When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.



STARTING THE GAME

Insert the disc in to the Wii hardware. Point at **MARIO SPORTS MIX** and press **(A)**.

Select a Player File

Choose a **NEW** file to start the game from the beginning, or choose a file that already has player data to skip to the Main Menu

(Select the sports or mode to play on the Main Menu) and continue an existing game. While on this screen, you can press **(+)** to change your Mii™ character. You can also delete player data by pressing **(-)**.

Note: Three empty blocks on the Wii console are necessary to save the game.

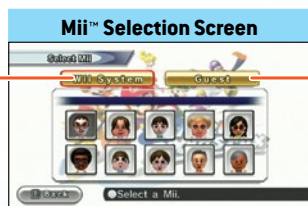
Note: Up to four player files can be created.

Note: Be aware that deleted player data cannot be recovered.



PLAYER FILE SETUP

After selecting a **NEW** player file, choose a Mii to attach to the file. Player data will then be created.



Wii System

Mii characters saved to the Wii console.

Guest

Guest Mii characters created for the game.

Please note that deleting your Mii character from the Mii Channel will also delete it from Mario Sports Mix.

ABOUT SAVING

Information, records, and progress are saved automatically at the end of individual games for each sport.

Note: If you want to delete this game's save file, refer to the Wii Operations Manual.



PLAYING THE GAME

There are some basics common to all four sports.

Game Screen

Information such as the score and time remaining will be shown on the screen while playing, depending on the sport. The game screen for basketball is shown below.



Note: Check the How to Play section in the menu for each sport to find more detailed information about rules and settings.



PAUSE MENU

Press **(+)** while playing to display the pause menu. You can review controls, view the scoreboard, change the camera direction, or quit the game from here.

? PANELS

Step on ? Panels that appear to get coins or items. Items can be used on their own or as part of item shots, item spikes, and item attacks.

COINS

Collect coins by stepping on ? Panels or by picking them up off of the ground. The effect of coins is based on the sport.

CHARACTERS TYPES

All-around - Balance of power, speed, and technique **Speedy** - Fast-moving to avoid the opposition
Powerful - Strong to overpower opponents **Technical** - Precise and tricky to confuse opponents

Note: **PWR** [Power] affects strength of shots, spikes, and attacks. **SPD** [Speed] affects character movement. **TEC** [Technique] affects turning, braking, and trick moves.



Dunk, shoot, and alley-oop your way to a win!

BASIC RULES

- A shot from the 2-point range is worth two base points plus the number of coins you have.
- A shot from the 3-point range is worth three base points plus the number of coins you have.
- The team in the lead when the game ends wins.
- You must take a shot before the shot clock runs out, or you'll turn over the ball to the other team.

Note: In Exhibition, you can change the number and duration of periods.



3-Point Range

2-Point Range

Shot Clock

Controls

COMMON CONTROLS

Controls used for both offense and defense.

	Wii Remote and Nunchuk	Wii Remote
Run		
Jump	Shake Wii Remote	
Swap Characters		

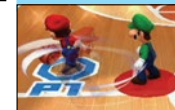
Note: You can swap characters only when the rest of your team is made up of CPU players.

OFFENSIVE CONTROLS

Spin past defenders with trick moves!

Shoot items to give your team an edge!

Trick Move



	Wii Remote and Nunchuk	Wii Remote
Trick Move	Rotate or press	Shake Wii Remote
Pass / Request Pass		
Jump Shot	Shake Wii Remote to jump, shake again while jumping	Press to jump, press again while jumping
Dunk	Shake Wii Remote while running near basket	Press while running near basket
Layup	Press while dunking	Press while dunking
Special Move	+	+
Item Shot	Hold , shake Wii Remote	
Combo	Hold then release when your team has the ball	Hold then release when your team has the ball

DEFENSIVE CONTROLS

Block shots and steal the ball!

	Wii Remote and Nunchuk	Wii Remote
Steal		
Smash Steal	Block for extended time	Block for extended time
Jump Block	Shake Wii Remote	
Jump Cut	Press while blocking shot	Press while blocking shot
Jump Attack	Shake Wii Remote while blocking shot	Press while blocking shot
Use Item		



Timing is the key to victory!

BASIC RULES

- P1's team serves first, followed by the scoring team.
- A successful spike or block is worth one base point plus the number of coins you have.
- Your opponents score if you drop the ball, hit it out of bounds, or fail to return it within three hits.
- A tie score one point away from set point is deuce. After deuce, a team must lead by two to take a set.
- The team that takes the required number of sets first wins the match.

Note: In Exhibition, you can change the number of sets and points required to win each set.

Controls

SERVING CONTROLS

Pick a starting point, toss up the ball, and hit your serve. You can aim your serve using or .

Note: While playing via Nintendo WFC, you will serve automatically if you wait 15 seconds.



	Wii Remote and Nunchuk	Wii Remote
Move		
Toss	Underhand: Swing Wii Remote down Overhand: Swing Wii Remote up Jump Toss: Hold , swing Wii Remote	Underhand: Hold down on , press Overhand: Press Jump Toss: Hold up on , press
Serve	Shake Wii Remote while tossing	Press while tossing

OTHER CONTROLS

Work on the positioning of your team for more successful spikes!

Using item spikes can throw the opposing team off their guard!



Landing Marker

	Wii Remote and Nunchuk	Wii Remote
Move		
Swap Characters		
Receive	Shake Wii Remote	
Jump	Press or shake Wii Remote on third hit Note: When Auto Jump is set to ON, you will jump automatically before a spike.	Press or press on third hit
Spike	Shake Wii Remote while jumping	Press while jumping
Super Spike	Spike after charging in the landing marker	Spike after charging in the landing marker
Aiming Spikes	while jumping	while jumping
Fake Out	Press while jumping Note: Avoid a block by hitting the ball lightly over the net instead of spiking.	Press while jumping
Block	Shake Wii Remote near net	Press near net
Use Item		
Item Spike	Hold , shake Wii Remote	Press while jumping
Special Move	+	+
Combo	Hold then release when your team has the ball	Hold then release when your team has the ball

Note: You can swap characters only when the rest of your team is made up of CPU players.



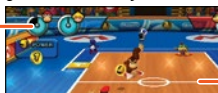
The last team standing wins!

BASIC RULES

- If you get hit with the ball, you'll lose some life.
- If you lose all of your life, you'll be sent to the box behind the opposing team.
- Box players can still pass the ball and attack the opposing team.
- You can be revived from the box by performing a successful attack on an opposing player.
- Coins you collect will increase your attack power.
- You must attack before the shot clock runs out or you'll turn over the ball to the other team.
- The team that eliminates all opposing players first or has the most players left when time runs out wins.
- A tie game will be decided by a sudden-death round.

Note: In Exhibition, you can change the number of sets and the time limit for each set.

Life



Center Line

Controls

COMMON CONTROLS

Controls used for both offense and defense.

	Wii Remote and Nunchuk	Wii Remote
Move		
Swap Characters		

Note: You can swap characters only when the rest of your team is made up of CPU players.

OFFENSIVE CONTROLS

Use items to knock your opponents off balance, then move in for an attack!

	Wii Remote and Nunchuk	Wii Remote
Attack	Shake Wii Remote	
Super Attack	Run toward center line to charge, then shake Wii Remote	Run toward center line to charge, then press
Jump Attack	Run to center line to auto jump, then shake Wii Remote	Run to center line to auto jump, then press
Pass / Request Pass	Press (use to direct passes on three-player teams)	Press (use to direct passes on three-player teams)
Fake Out	Hold , shake Wii Remote	Shake Wii Remote
Special Move	+	+
Item Attack	Hold , shake Wii Remote	
Combo	Hold then release when your team has the ball	Hold then release when your team has the ball

DEFENSIVE CONTROLS

Save a teammate from elimination with a diving catch!

Escape an attack with a quick dodge roll!

	Wii Remote and Nunchuk	Wii Remote
Dodge Roll	Shake Wii Remote	
Catch	+	
Diving Catch	Shake Wii Remote	
Steal Pass		Shake Wii Remote
Use Item		

Note: If you're on your side of the center line and facing the ball from a distance, you'll catch it automatically.



Skate, shoot, and go for the goal!

BASIC RULES

- A successful shot is worth one base point plus the number of coins you have.
- The team in the lead when the game ends wins.
- Goalkeepers are mostly controlled by the CPU.

Note: In Exhibition, you can change the number and duration of periods.

Controls

Each series begins with a face-off at center ice.

COMMON CONTROLS

Controls used for both offense and defense.

	Wii Remote and Nunchuk	Wii Remote
Face Off	Shake Wii Remote	Shake Wii Remote
Skate	⦿	+
Stop / Turn	Move ⦿ in opposite direction	Move + in opposite direction
Fighting	Shake Wii Remote	Shake Wii Remote
Swap Characters	Ⓒ	Ⓑ

Note: You can swap characters only when the rest of your team is made up of CPU players.

OFFENSIVE CONTROLS

Charge up for a dynamic super shot!

Confuse the opposing goalkeeper with fake-outs!

Super Shot



	Wii Remote and Nunchuk	Wii Remote
Shoot	Shake Wii Remote	②
Aiming Shots	Hold [Z], left and right on ⦿ Note: When you are close to the goal, you can aim with just left and right on ⦿ or +, depending on your control style.	Hold ②, left and right on +
Charge	Hold [Z] until character flashes	Hold ② until character flashes
Super Shot	Shake Wii Remote when charged	Press ② when charged
Fake Out	Hold [Z], press (A) Note: Shoots the puck in a different direction than you are aiming.	Hold ②, shake Wii Remote
Pass / Request Pass	(A)	①
Special Move	(A) + [B]	① + ②
Item Shot	Hold [B], shake Wii Remote	(A)
Combo	Hold then release (A) when your team has the puck	Hold then release ① when your team has the puck

DEFENSIVE CONTROLS

Control your goalkeeper to catch the puck when your opponents take a shot!

	Wii Remote and Nunchuk	Wii Remote
Check	Shake Wii Remote Note: When you check three times in a row, you'll end with a more powerful check. Note: You automatically check by touching an opponent.	②
Intercept	Shake Wii Remote	②
Use Item	[B]	(A)
Goalkeeper Control	Press [Z] while opponent shoots	Press ② while opponent shoots

NINTENDO WI-FI CONNECTION

You can compete with players from all over your region via Nintendo Wi-Fi Connection! Broadband access required for online play.

- When you play via Nintendo Wi-Fi Connection®, your Mii™ character nickname will likely be seen by others players.
- To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.
- The End User License Agreement which governs Wii online game play and sets forth the Wii Privacy Policy is available in the Wii console's System Settings and online at www.nintendo.com/games/wifi/wii.
- Nintendo Wi-Fi Connection has been developed to create a fun experience. We suggest that you avoid sending your Friend Code to people you don't know.
- Faking game data or offending other players may result in your connection being blocked.

Random Matchup	You can compete with players who you have not registered as Friends. Select a sport and stage. The game begins when an opponent is found. Note: The stage will select automatically if you choose different stages. Note: Your connection status will be displayed. The number of ☆ will indicate your connection speed.
Friend Matchup	You can compete with players you have registered as Friends. Once you have selected an opponent, you must both select a sport and a stage. Note: The stage will select automatically if you choose different stages. Note: You can also delete Friends from this menu.
Register Friend	Register Friends in order to play Friend matchups.
Player Stats	View your Friend Code and records of past matchups.
Opponent Mii	You can choose whether to display the Mii characters of opponents during random matchups.

- Settings for sports, such as number of periods or sets, cannot be changed for Nintendo Wi-Fi Connection matchups.
- Pause menus cannot be displayed during Nintendo WFC play.
- Screens progress after a set time during Nintendo WFC play.
- Your Nintendo WFC Skill is displayed at the end of each random matchup. A medal is awarded when you reach a certain skill level.

Note: Be aware that ending matchups before a game is over will bring down your Nintendo WFC Skill level.

PARTY MODE



Up to four players can play exciting sports-themed minigames together!

FEED PETEY

Feed fruit to Petey Piranha. Points are based on the type of fruit. Aim for the highest score!

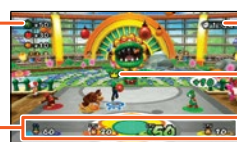
Fruit Types

Time Remaining

Crown

Displayed over the current leader.

Scores



HARMONY HUSTLE

Rush to receive balls of your player color. Work as a team to achieve a high score!

Ball Types

High Score

Each type is worth a different number of points.

Highest score achieved for that stage.

Combo Count

Score

Receives made in a row.
Resets if a ball is dropped.

Current score / Target score.

Receive Count



BOB-OMB DODGE

Avoid Bob-ombs flying from the cannons. Be the player with the most life remaining!

Life

Time Remaining

Spin Attack

Depending on control style, (A) or (2) displays when spin attack is available.



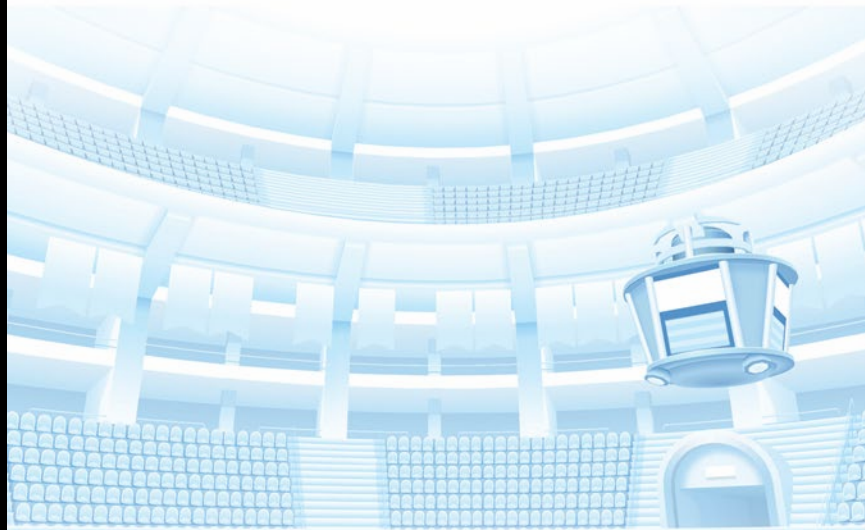
SMASH SKATE

Use super shots to knock your opponents off the stage. Aim for the highest score!

Scores

Time Remaining





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